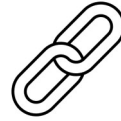




Melbury Primary Learning Links



Autumn Term

F1—*Here I am / Traditional Tales*

Key Knowledge— Using talk to organise themselves and their play.

Spring Term

F1—*Amazing Animals / The World is my home*

Key Knowledge— Team work and friendship. Talking about past experiences. Answering how and why questions. Show an interest in different occupations.

Summer Term

F1—*Watch me grow / Splish, splash, splosh*

Key Knowledge— Two part instructions .

Open ended questions; I wonder what will happen if..

Summer term

F2—*Farms & Food / People who help us*

Key Knowledge— Use talk to help work out problems and organise thinking and activities, explain how things work and why they might happen.

Spring Term

F2—*Light & Dark / Paws, Jaws & claws*

Key Knowledge— Organise some events using basic chronology.
Connect one idea or action to another using a range of connectives.
Show resilience in the face of a challenge .

Autumn Term

F2—*Our is class a Family/Festivals Celebrations*

Key Knowledge— Ask questions to find out more and check they understand what has been said to them.
Explore, use and refine a variety of artistic effects to express their ideas and feelings.



Melbury Primary Learning Links

Links to EYFS

Links to EYFS



Autumn Term

Year 1 - Technology around us. Moving a robot.

Key Knowledge: Recognising use of information technology. Constructing a series of instructions into a simple algorithm.

Spring Term

Year 1 - Digital painting. Grouping data

Key Knowledge: Explore the world of digital art and create their own paintings. Sort objects into different groups to answer questions about data.

Summer Term

Year 1 - Digital writing. Programming animations

Key Knowledge: Typing on a keyboard and begin using tools to change the look of their writing. Use programming blocks to use, modify, and create programs and algorithms.

Summer Term

Year 2 - Digital music. Programming quizzes

Key Knowledge: Use patterns to make music with both percussion instruments and digital tools. Understand that sequences of commands have an outcome and make predictions.

Spring Term

Year 2 - Robot algorithms. Pictograms

Key Knowledge: Use commands in different orders to investigate how the order affects the outcome. Presenting data in the form of pictograms and block diagrams. Using the data presented to answer questions.

Autumn Term

Year 2 - Information technology around us. Digital photography

Key Knowledge: Explore how IT benefits society in places such as shops, libraries, and hospitals and how to make smart choices when using it. Capturing, editing, and improving photos.

Autumn Term

Year 3 - Connecting computers. Stop frame animation.

Key Knowledge: Focus on inputs, processes, and outputs. Create a stop-frame animation using tablets.

Spring Term

Year 3 - Sequencing sounds. Branching databases.

Key Knowledge: Motion, sound, and event blocks used to create their own programs, featuring sequences. Create physical and on-screen branching databases.

Summer Term

Year 3 - Desktop publishing. Events and actions in programs.

Key Knowledge: Change font size, colour and type to edit and improve pre-made documents and create own templates. Coding own maze tracing program.

Links to Year 4

Links to Year 4



Melbury Primary Learning Links



Links to Year 3

Autumn Term

Year 4 - The internet. Audio production.

Key Knowledge: Evaluate online content to decide how honest, accurate, or reliable it is, and understand the consequences of false information. Editing, adding multiple tracks, and opening and saving audio files.

Spring Term

Year 4 - Repetition in shapes. Data logging

Key Knowledge: Planning, modifying, and testing commands to create shapes and patterns.

Collect data as well as access data captured over long periods of time.

Summer Term

Year 4— Photo editing. Repetition in games

Key Knowledge: Understanding of how digital images can be changed and edited, and how they can then be resaved and reused. Design and create a game which uses repetition, applying stages of programming design throughout.

Summer Term

Year 5— Vector drawing. Selection in quizzes

Key Knowledge: Layer objects and begin grouping and duplicating them to support the creation of more complex pieces of work. Writing programs and using selection to control outcomes to design a quiz.

Spring Term

Year 5 - Selecting in physical computing. flat-file databases.

Key Knowledge: Conditions as a means of controlling the flow of actions and make use of knowledge of repetition and conditions when introduced to the concept of selection. Use tools within a database to order and answer questions about data.

Autumn Term

Year 5 - Sharing information. Video production

Key Knowledge: Computer systems and how information is transferred between systems and devices. Create short videos from conception to completion.

Autumn Term

Year 6 - internet communication. Webpage creation.

Key Knowledge: How the internet facilitates online communication and collaboration. Identify what makes a good web page design and evaluate own website.

Spring Term

Year 6 - Variables in games. Introduction to spreadsheets.

Key Knowledge: Apply knowledge of variables and design to improve their games in Scratch. Organising data into columns and rows to create their own data set.

Summer Term

Year 6 - 3D modelling. Sensing.

Key Knowledge: Working in a 3D space, moving, resizing, and duplicating objects. Build in and test within the new programming environment, before transferring it to micro:bit.